

DRAGON CROWN

DRAGON'S CROWN ARTWORKS



ATLUS



DRAGON'S CROWN
ARTWORKS



CONTENTS

Foreword by Vanillaware President, George Kamitani	03
Character Illustrations & Pose Collections	
◆Fighter	04
◆Amazon	08
◆Dwarf	12
◆Elf	16
◆Wizard	20
◆Sorceress	24
Rannie & Tiki	28
Hydeland Town Facilities	29
The People of Hydeland	30
Labyrinths of Hydeland	34
Labyrinth Encounters	36
Monster Compendium	38
Publicity Artwork	48
Background Art	50
Camp Cooking	54
Concept Art	56
Guest Artwork Introduction	57
Akiman's Illustrations	58
Kinu Nishimura's Illustrations	60
Gouda Cheese (BENGUS)'s Illustrations	62

Foreword

It is a great joy to look back on creating *Dragon's Crown*.

From the designers who have been looking forward to this game since their unconscious in 2003, to the publisher who has long waited two years later, *Dragon's Crown* is a deeply moving period for me, and I would like to explain the circumstances that made it possible. I drafted the first plan for this game about 10 years ago, but I didn't actually create a game called *Dragon's Crown*. It never saw the light of day in this draft, and it remained at the depth of my heart for a long time, until the opportunity ever arose.

Many years have passed since that first draft, and since then I included a small game using a special Vanillaware, the opportunity finally came to realize it. I didn't know any that I used to work for when I had any plans for a game. I asked the director to recognize the plan for *Dragon's Crown* that I'd been working on. To make a long story short, that plan didn't come to pass with that company, but I received a sudden approval from an unexpected company, and production of this game as a title for UTV Ignition began.

However, in the middle of development in 2011, UTV Ignition decided to withdraw from the gaming industry. The project was up in the air, we were out of development funding, and I was just about to give up on continuing the project when Atlus stepped into the picture. They bid last as a backing hand time and time again, from *Princess Crown* to *Odin Sphere*, and once again, they saved us from our predicament. Now, in the summer of 2013, after a long development period full of twists and turns, *Dragon's Crown* is complete. It has been a rare piece of work, and we were able to put four years of caring and elaborating upon it.

The motif within *Dragon's Crown* is all the fantasy works that have affected me until now: the PC RPG *Wizardry* that I first came into contact with when I was a student, Ian Livingstone's gamebooks, games like *Tower of Drago*, *Golden Axe*, and *The King of Dragons*, then I was constantly going to stores to play. If I were to take the time to mention every one, the list would never end. Because I had the time, I was able to infuse *Dragon's Crown* with such glimmering treasures such as homages and so on, as treasure within it.

Participating in the development of the MidD0 Tower of Drago is a game in Capcom in my early 30s was truly something that I had applied too its influences on this production with thanks. Now that development of *Dragon's Crown* is over, I feel it is something that I can proudly say, "Please, play this game" to my old friends at Capcom. This is all thanks to the staff that put forth their talent and poured their passion into this product, and those who believed in this project and supported my leading a hand.

And, most of all, it is thanks to our fans that we were able to make another one of our dreams come true. I'd like to thank everyone and wish everyone a happy time. I hope that your experience with this game will be truly enjoyable.

We will be working together in the future, and we will continue to bring you a new dream.

Vanillaware President, George Kamitani

FIGHTER



Artist: George Kamitani



Artist: George Kamitani



Idle 1



Idle 2



Artist: Yukiko Hirai



▲ Dash



▼ Evade



▲ Tempest Edge Source



◀ Aerial Up Attack



▼ Dash Attack

▶ Unarmed Attack 1

▼ Unarmed Attack 2

▲▶ Unarmed Attack 3

▼ Crip Attack

▼ Recovery

▶ Unarmed Attack 4

▼ Guard

◀ Tempest Edge

◀ Walking

▶ Power Smash

▲ Aerial Unarmed Attack

◀▶ Sword Attack

▲ Sliding

◀▶ Sword Stab

▲ Heavy Knocksback



Artist: George Kamitani



Artist: George Kamitani

POSE COLLECTION



Unarmed Attack 1





Artist: Emuka Kida

DWARF



Artist: George Kamitani



Artist: George Kamitani



▲Idle 1



▲Idle 2



Artist: Emika Kida



►Mounted



►Eagle Dive

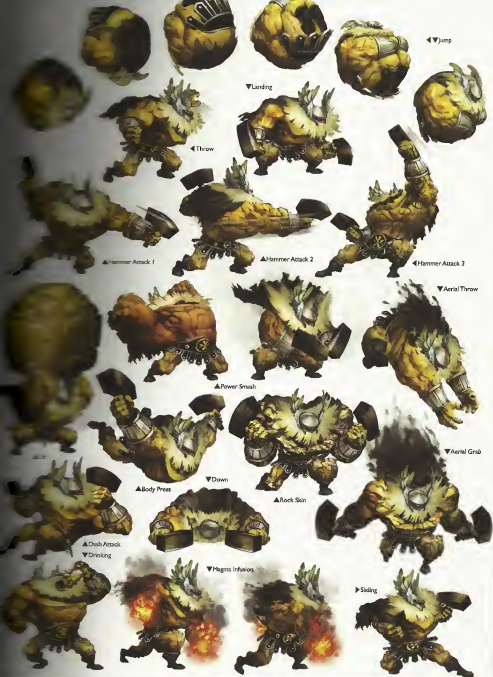


◀Heavy Knockback

▼Strained



▲Light Knockback





Artist: George Kamiran



Artist: George Kamitani

POSE COLLECTION





Artist: Yukiko Hirai

WIZARD



Artist: George Kamitani



Artist: George Kamitani



Idle 2



Walking (Charging) ▶



Artist: Emika Kida

▼ Standing (Charging)



◀ Hounded

▼ Attack 1 (Whisper)



▶ Stunned



▼ Sliding





SORCERESS



Artist: George Kamitani



Artist: George Kamitani

POSE COLLECTION

◀ Walking

▶ Idle 2

◀ Getting Up

▶ Sliding

◀ Magic Attack 3

▲ Aerial Magic 1

◀ Magic Attack 1

▲ Magic Attack 5 (Not Used)

▼ Magic Attack 6 (Not Used)

▲ Aerial Magic 2

▼ Magic Attack 4

▲ Jump

▶ Light Knuckleback

◀ Down

▲ Magic Attack 2

▲ Caught



Artist: Yukiko Hirai

RANNIE & TIKI



HYDELAND TOWN FACILITIES



DRAGON'S HAVEN INN



ADVENTURERS GUILD



CANAAN TEMPLE



MORGAN'S MAGIC ITEM SHOP



STABLES



MAGICIAN LUCAIN'S TOWER



GATE



PRINCESS VIVIAN

A detailed illustration of Princess Vivian, a young woman with long, wavy blonde hair adorned with a white flower. She has green eyes and a serene expression. She is wearing a red dress with a black and white patterned bodice, a large blue gemstone necklace, and a chain with a diamond-shaped pendant. Her left arm is encased in a silver and gold gauntlet. The background is a soft, hazy landscape with a castle tower visible on the left.

HYDELAND CASTLE

DEAN

GUSTAF

■ SAMUEL



■ MORGAN



■ MONK



■ LUCAIN



LABYRINTHS OF HYDELAND

The players have come to the town of Hydeland as adventurers just like all the others, they came to challenge the dangerous labyrinths from the ruins on the outskirts of the city.

But, as the rumors said, these places were no laughing matter.

Only a select few return alive, and those whose bones are eventually found by others and buried behind the temple are considered fortunate.

Ancient Temple Ruins



The ruins of this temple from the long ago times. The ruins of all of systems and structures, the old and the new, still exist from the age of magic, a mark of this civilization overnight.

Old Capital



This city was once the capital place in Hydeland, the south, for all of its history. Now these ruins are a dangerous place where dragons and various other creatures

Wallace's Underground Labyrinth



to find the underground labyrinth, a place with many secrets. It is a place where many secrets are kept, every little thing is a secret. It is a place where many secrets are kept.

Billbaron Subterranean Fortress



The fortress constructed within a canyon is currently in the possession of an army of Orcs. The army is composed of many different races, and the fortress is a place where many secrets are kept.

Castle of the Dead: Catacombs

This vast network of catacombs contains an astonishing number of skeletons.

It is said that the number of skeletons growing this place out of town this area once flourished in the past.

Ghost Ship Cove

The interior of this cove along the coast is said to still flow another sea.

This region is feared by sailors. Many ships have gone missing here.

Forgotten Sanctuary

In the time of the gods, people attempted to construct a giant tower to reach the heavens. The gods were angered by this arrogance and left, and those people were destroyed along with the city that used to stand here.

Magician's Tower

This tower was once considered the epitome of wisdom, revered by magicians as the symbol of hope. However, it was destroyed by what is now said to be the kingdom's decline and now it is known as a symbol of death.

Lost Woods

Here in the Lost Woods, the time seems to repeat and turn back. You lose all sense of where you are when you enter and it is said that only the spirits who make this place their homes know of the way out.

A large, muscular man with a crown and a sword, standing in a dark, cavernous setting.

Roland the Brave

A man in a red and black robe, holding a bag of money, standing in a dark, cavernous setting.

Tommit the Bandit

A small, white, mouse-like creature with a red tail, wearing a blue party hat and holding a wand, standing on a large, pink, flower-like object.

Rickey, the Magician's Apprentice

A goblin-like creature with a large, round, metallic helmet, standing in a dark, cavernous setting.

Fiebgoblin Chef

Phantom Knight



Mermaid



Female Warrior Monk



Spirit



Forest Piermit



Goblins

These small creatures are cultured enough to create weapons, armor, and other necessities, and they are well versed in magic as well. Though they tend to be aggressive, they are weak and will run away the instant they believe they are at a disadvantage. They have an alliance of sorts with the Orcs; Goblins are servants to the mighty Orcs, but to hear the Goblins tell it, that's just what they want everyone to think.



Orcs

A ferocious and savage race with low intelligence. Each of the Orc tribes used to war against one another, but the Chignac Tribe united all the Orc bands into a powerful warring force. They subdued the Goblins by force and are expanding their territory with frightening speed. From now, they have begun to invade Hydrant.

Merfolk

These demihumans with reptilian ancestry are physically superior to humans, and their scaly bodies are protected by strong scales. They have a unique, primal intuition, and dwell in small numbers in wetlands along the coast. They follow a xenophobic religion and have no sibling bond of humans.



Diana

A marble statue infused with magic, it uselessly fires arrows at an intruder's heart and it is shattered to pieces.



Demons

These loyal servants of the Demon King have arisen from the demon realm, and are adversaries of the holy powers. They strive to corrupt those who worship the goddesses and make their lives endless suffering. They may leave the demon realm on their own, but most of the time they are summoned by corrupt human magics.



Demon Portal

A portal used by evil magicians to summon Demons from the demon realm with an ancient ritual. Demons crawl through the fire on this altar to appear in this world.



Thief

Often appearing whenever treasure is to be found, they sneak through battlefields and quickly steal valuables while combat rages around them. No chest lock is proof against their nimble fingers, so by the time you notice them, they are long gone.

Evil Wizards

These malicious magicians cheat corpses and sometimes give power by selling portions of their souls to demons. It is said those who control dark forces lose their vitality, but what little is seen of these fiends beneath their low hoods is always grinning without fear.



Fighters

The northern kingdom of Balg is an enemy of Hydrind. While technically both kingdoms have a truce, these warriors are taking advantage of the Orc Army's invasion and the confusion of Hydrind's politics to repeatedly taunt Hydrind's military. In particular, the official Hydrind paladin draws a great deal of their ire.





Like other most evil fiends, Ghosts wander to and fro in their billowing sheets. They are trapped between worlds in a dark sadness, waiting for a way in order to have someone join them in their loneliness.

Skeleton

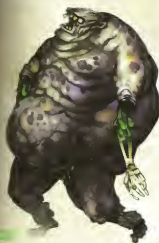
Skeletal warriors are created from the bodies of the dead, given life through powerful magic. They are quite nimble and strike at opponents without mercy.

They are very troublesome foes, but completely loyal when fighting on your side.



Wood Golem

A magically animated puppet created by giving old trees life with spells. They attack with powerful punches, and will obey the wizard that created them. Without rest, until their bodies are reduced to a lump of wood.



Brood Corpse

A fleshy undead being, its very tissue is inflated with necrotic gases, and its caverns are host to horrific numbers of maggots. The septer fluid within its belly is quite poisonous.



Undead

A corpse that continues to move, even as its body rots away. Even though they have no eyes to see, nor brains to think, they somehow detect after anyone they perceive.

Vampire Bat

These giant vampire bats dwell in various areas of Hydeland. Their fangs are razor-sharp, and anyone unfortunate enough to fall victim to them dies a slow death as more and more bats latch onto them.



Sabertooth

Large, carnivorous beasts with huge fangs that have been feared since ancient times. They are vicious fighters, but their pack behavior leads to them occupying those who overpower them as their leaders.

Some adventurers go out of their way to tame these savage beasts.



Dragonliek

Curious, red-skinned dragons that are quick on their feet and have lived since before the first civilizations. They are a distinct subspecies of dragons, and have the ability to breathe fire.

Lately, they are rarely seen in the wild, though the Goblins and Lizardmen are known to mistle them.





Killer Fish

Extremely gluttonous, and capable of eating grass pockets of fish with a single bite of their powerful jaws, these fish are extremely agile and make a difficult target for even the most skilled fishermen. The only opportunity to score one is when they leap from the water to attack.



Scorpion

Some parts of Hydeland are home to cat-sized scorpions. Some harvest the poison from their tails and use it on arrowheads to make poison arrows.



Giant Spider

Spiders of this size prey on anything, even humans. They are sticky webs to capture their prey and can also skillfully throw rolls of webbing at their targets to ensnare them. Their large fangs deliver poison with every bite, and they can also spray poison all about them.

Pit Viper

Large, poisonous snakes longer than a man is tall. They quickly wrap around prey to immobilize it and use their fangs to inject a powerful neurotoxin. Even large creatures will succumb to the poison, and are then swallowed whole.



Frog

A type of frog commonly seen in Hydeland, these amphibians can grow to the size of a cow's head. Rumor speaks of some frogs as large as wagons.





Worm

Giant worms that crawl around in dungeons. They use their tentacles to paralyze their prey. Since they can swing on these tentacles to move about, they are nicknamed "Ragors."



Cocoon

Worms have never been known to enter a chrysalis, but due to a peculiar mutation, some Worms have begun to enter a pupal stage. These Cocoons are frail, but mature quickly.



Plant Worm

These are mutated Worms, but because they are small and have no jaws, they are thought to be the female form of Doom Beasts. Since they have only been seen after death, their ecology is a complete mystery.

Doom Beetle

The imago stage of a Worm that has been mutated by magic. After emerging from its cocoon, it becomes a monstrous beetle with giant jaws and a strong exoskeleton. These beetles are wildly aggressive and harbor Needle Fly larvae within their stomachs.



Needle Fly

Winged insects that emerge from a Doom Beetle's body. They enter and exit the Doom Beetle through its mouth. They feast on the bodily fluids of their prey using their long snouts.



Wasp

Carnivorous, highly aggressive insect. Given the opportunity, they will even attack humans and drag them back to their nest. Wasps that build nests in places without natural predators will quickly and effectively capture that land.



Wasp Nest

Wasps expand their nests as the hive's population increases. When some species's large nest, the area nearby will be quite dangerous.



Mycenid Sparner

A colony of mushrooms that has reached advanced proportions. They will continually give birth to Mycenids as well as emit clouds of poisonous spores.



Mycenid

Early fungus members that skillfully split their roots into two and walk like humans. When they sense danger, they emit poisonous spores, so caution is necessary. Still, rumors say that they can be quite delicious when cooked properly.

Wyvern (left) & (right)

A flying dragon with a snake, snake-like scales. Males are green, while females are a saavy red. Strong males will gather more females, forming a pack. They are intelligent and curious, and will hunt for sport as well as for food.



Minotaur

A creature that antediluvian found and for a while with its iron-sided axe. Because it could not be controlled, it was locked away deep within the Siberian Subterranean Fortress. The Orcs sacrifice a human to it once every month.





Harpy

A half-bird, half-human monster with the face of a beautiful woman. Many men become bewitched by their beauty and are killed. Their victims are taken back to their nests to be fed as their disks. The disks practice hunting in the ruins where their nests are made.



Vampire

Women who have become Vampires gain eternal youth and beauty, but as they thirst their eyes turn bloodshot and their hair withers. These pathetic creatures gather in the ruins of the dead, wandering the night in search of their next prey.



Red Dragon

A vibrant red dragon, with each scale as strong as a steel shield. It breathes golden flames, and reduces everything to ash. It loves gems and gold, and slumbers in the treasure room of the Old Capital. If anything so much as touches a single coin from its great hoard, the dragon will awaken and chase the offender anywhere within the ruins.



Artist: Shigatake





Temple ruins of the ancient Elician civilization



Underground temple of the ancient Elician civilization



Temples sinking into a lake



Old Capital treasure room



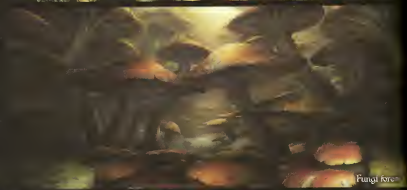
Old Capital ruins



Larva cave



Lost Woods



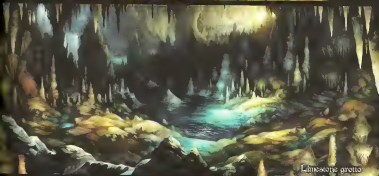
Fungi forest



Crystal cave



Inside the Forgotten Sanctuary



Limestone grotto



Castle of the Dead Catacombs

CAMP COOKING



Snail Soup



Herring Soup



Carrot Soup



Sauteed Carrots



Grilled Enoki Mushrooms



Onion Rings



Stuffed Cabbage



Sauteed Myconid



Juliened Sauteed Worms



Escargot



Pea Croquettes



Onion Soup



Myconid Soup



Chicken Soup



Snake Stew



Creamy Barracuda
Stew



Rabbit Stew



Oyster Stew



Pea Potage



French Fries



Toasted Bread



Macaroni Soup



Paella with Mussels

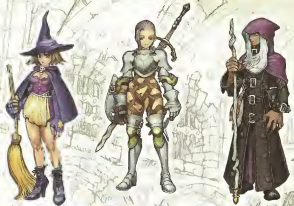


2004年12月発売
定価3000円

ドラゴンクエスト
10周年記念

CONCEPT ART

ドラゴンクエスト

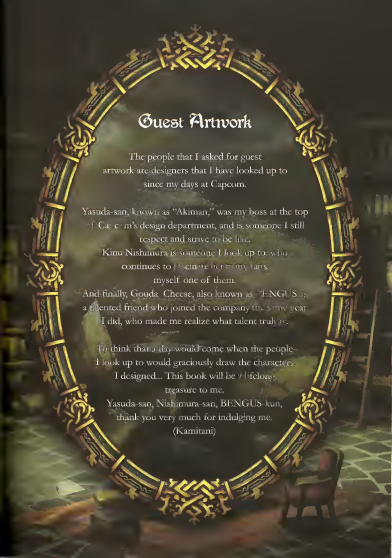


DRAGONS CROWN

人間 夢見 100%
These were drawn as a project for the Dreamcast in 1998. At that time, the project would not go through if it was 2D, so I test-created 3D character models. The female warrior created at this time would become the base for the 3D model of Fantasy Earth, created later. (Kamitani)

（上）のドラゴン

自然石をうまく組み合わせた



Guest Artwork

The people that I asked for guest artwork are designers that I have looked up to since my days at Capcom.

Yasuda-san, known as "Akiman," was my boss at the top of Capcom's design department, and is someone I still respect and strive to be like.

Kinu Nishimura is someone I look up to, who continues to fascinate her many fans, myself one of them.

And finally, Gouda Cheese, also known as "BENGUS" is a talented friend who joined the company the same year I did, who made me realize what talent truly is.

To think that I'd be able to come when the people I look up to would graciously draw the characters I designed... This book will be a lifelong treasure to me.

Yasuda-san, Nishimura-san, BENGUS-kun, thank you very much for indulging me.

(Kamitani)











Artist: Gouda Cheese
(BENGUS)



DRAGON'S CROWN ARTWORKS

[PUBLISHER]

INDEX CORPORATION

[EDITORIAL SUPERVISION]

VANILLAWARE LTD. HARUKA KAWAMURA

YOSHIO NISHIMURA

AKIRA MURAKAMI

VANILLAWARE



ATLUS
WWW.ATLUS.COM

NOT FOR SALE

©Index Corporation 2010. Published by ATLUS.



DRAGON'S CROWN™
ARTWORKS



ATLUS
www.atlus.com

©2003 Atlus Corporation. All Rights Reserved. Produced by ATLUS

NOT FOR SALE

